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(54) **PERSONALIZED WIRELESS VIDEO GAME SYSTEM**

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341/20; 434/322, 325, 351; 380/7; 320/107;
273/148 B

See application file for complete search history.

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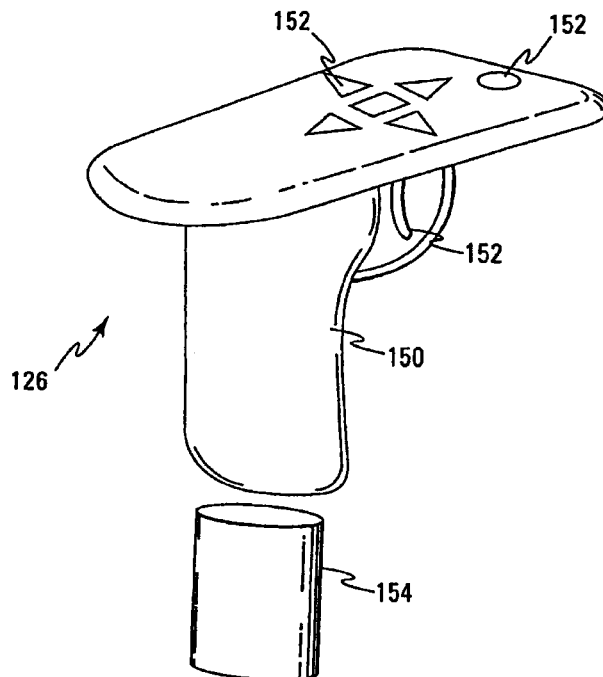
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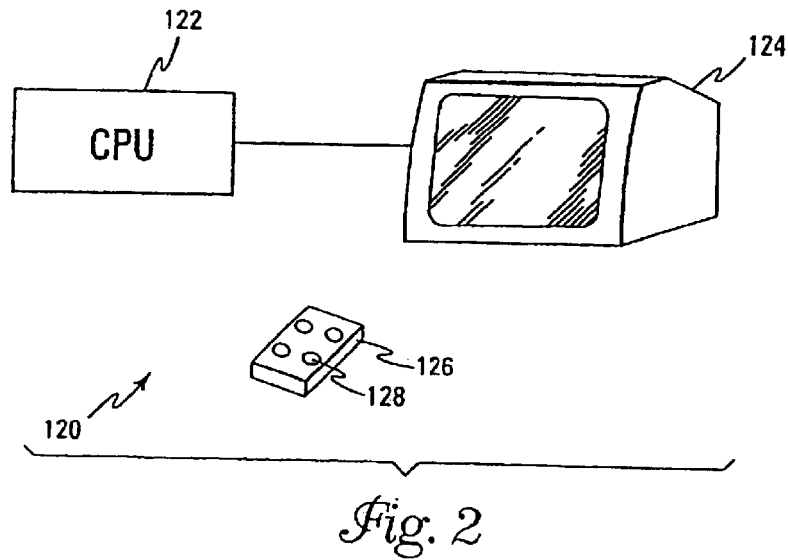
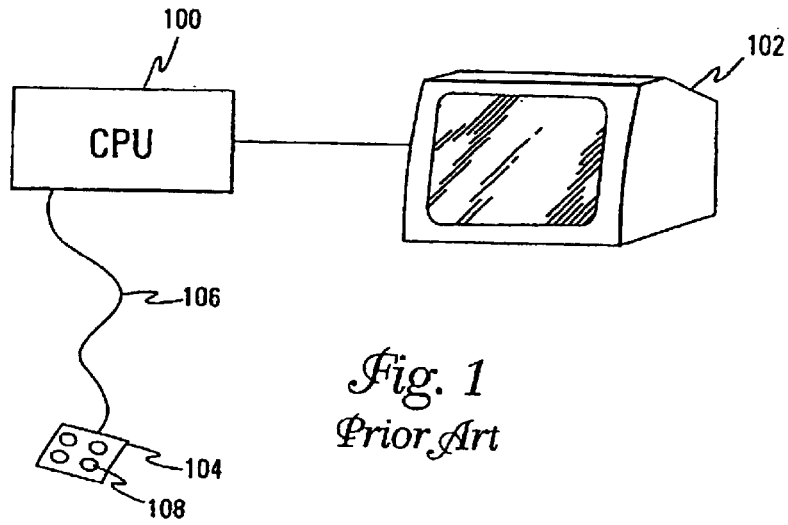
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(57) **ABSTRACT**

A video game system is described which includes a wireless game controller which stores information about the user of the controller. The controller includes a memory for storing the information. The information is communicated through wireless transmissions to a processor which can operate a video game. The personalized information can include, for example, the user's name, skill level, preferred characters, handicaps, limitations, and/or historical game scores. The game controllers can include a wireless receiver for receiving communications from the processor to update information stored in the controller. Several different communication operations and protocols are described, including storing a user identification code in the controller with corresponding detailed information stored in the processor, or storing detailed information in the hand held controller and down loading the information to the processor.

35 Claims, 3 Drawing Sheets





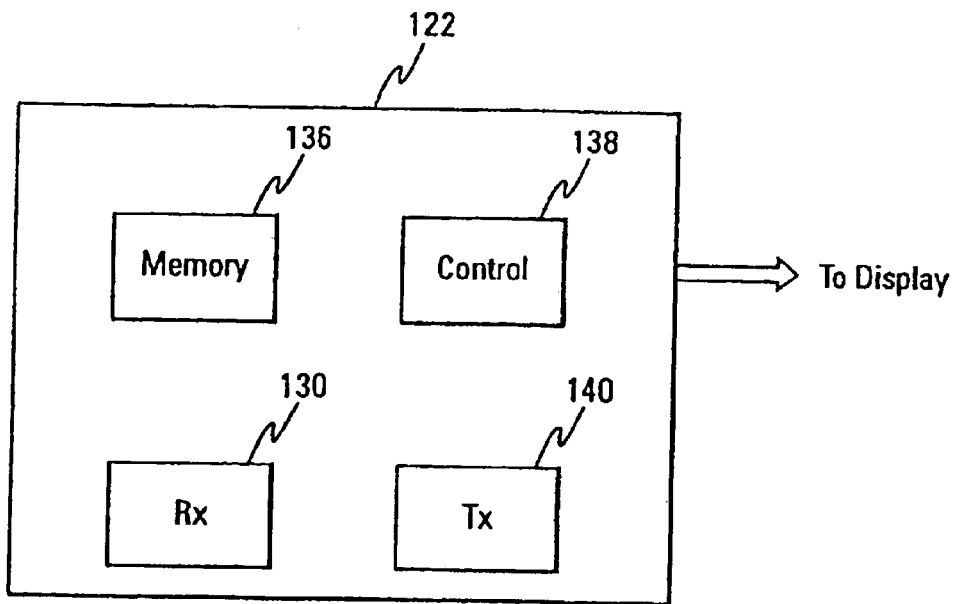


Fig. 3a

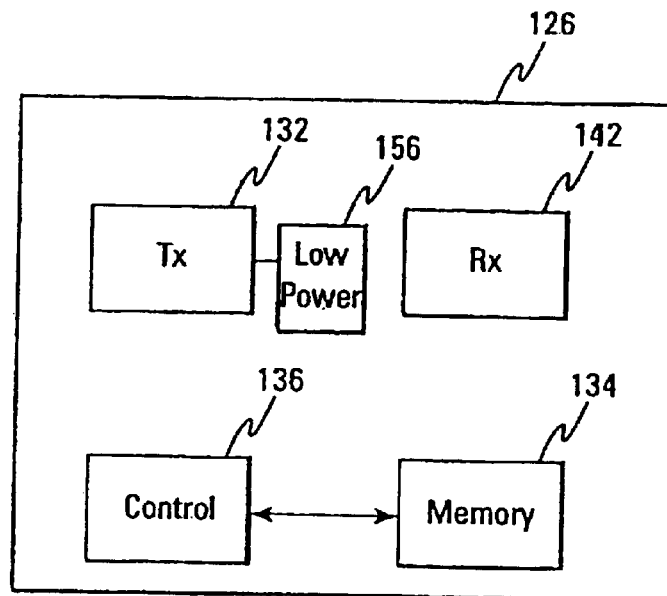
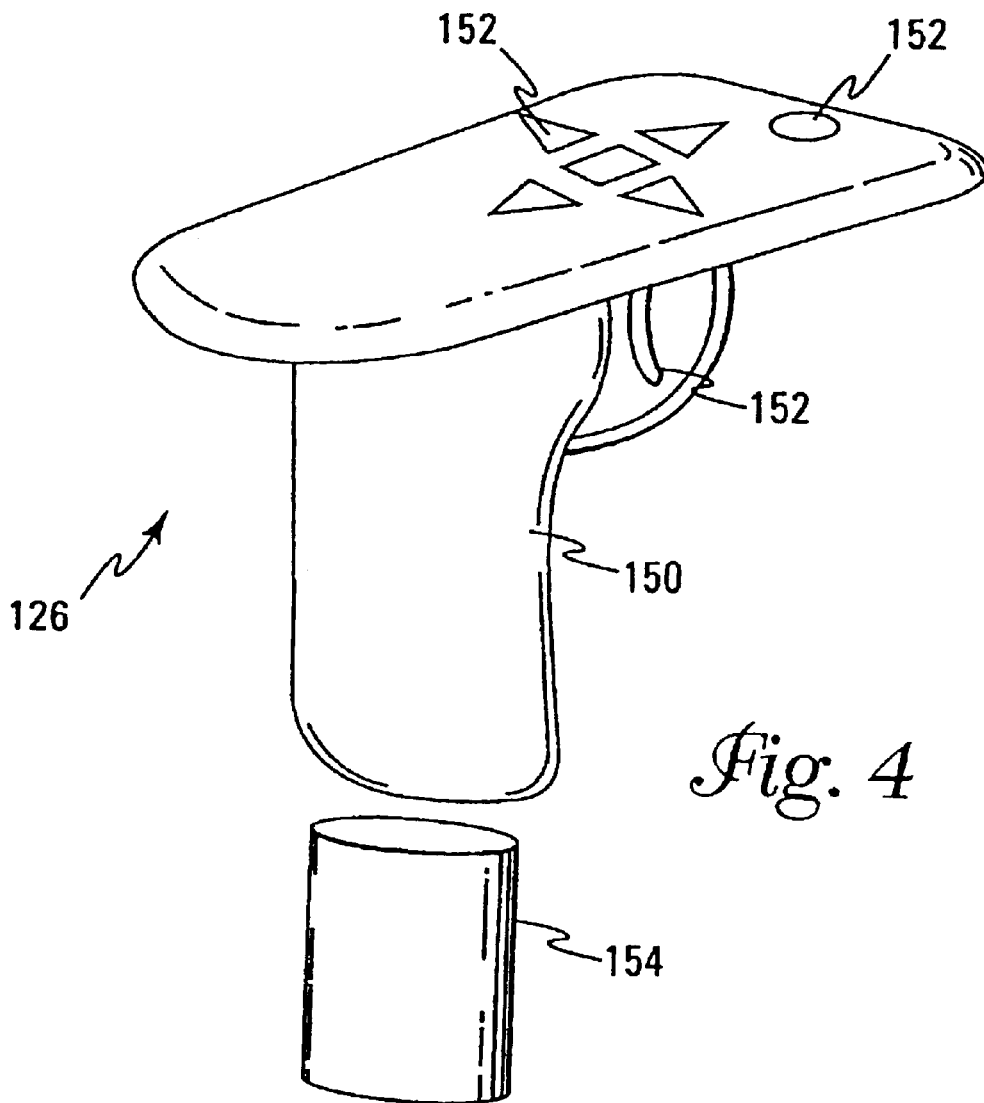


Fig. 3b



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PERSONALIZED WIRELESS VIDEO GAME SYSTEM

Matter enclosed in heavy brackets [] appears in the original patent but forms no part of this reissue specification; matter printed in italics indicates the additions made by reissue.

TECHNICAL FIELD OF THE INVENTION

The present invention relates to video games and in particular the present invention relates to wireless control of a video game system.

BACKGROUND OF THE INVENTION

With the advancements in video game systems, personalized operation is becoming more desirable. Original video games allowed any user to operate the game at different skill levels which were selected at the start of the game. Each user, however, was treated the same during operation of the game. It would be desirable to allow each user to have a personality which interacts with the game, such that video game have the ability to "recognize" a user and adjust game operation accordingly.

Video game systems typically include one or more controllers for controlling the operation of a video game. These controllers are connected to a central processing unit through a communication bus cable. The video game user, therefore, is restricted in possible operating locations. That is, a user cannot play a game from a relatively remote location.

Further, because the game controllers are attached to the central processing unit, a portable personalized controller cannot be provided. Any user who operates a game using the same controller is treated the same by the video game.

For the reasons stated above, and for other reasons stated below which will become apparent to those skilled in the art upon reading and understanding the present specification, there is a need in the art for a video game system having a portable controller which allows user to operate a video game from a remote location. Further, a video game system is need which has portable personalized game controllers.

SUMMARY OF THE INVENTION

The above mentioned problems with video game systems and other problems are addressed by the present invention and which will be understood by reading and studying the following specification. A video game system is described which includes personalized wireless game controllers. The controller allows for the custom operation of an interactive video system based upon personal data transmitted from the controller.

In particular, one embodiment of the present invention describes a personalized portable video game controller comprising a wireless transmitter for transmitting user personalized information and video game control signals to a video game processor, input controls for generating the control signals in response to movements by a user, a non-volatile memory for storing the user personalized information, and a receiver for receiving wireless transmissions from the video game processor. The received wireless transmissions including data to be stored in the non-volatile memory.

In another embodiment, a video game system is described

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processor includes a receiver for receiving wireless identification and control signal transmissions. The system also comprises a personalized portable controller having a plurality of control switches for generating game control signals, a non-volatile memory for storing personalized identification information corresponding to a user of the controller, and a transmitter for wireless transmitting of the identification and control signals to the processor unit.

In another embodiment, a method of operating an interactive video system is described. The method comprises the steps of activating a processing unit, transmitting personalized information from a controller using wireless transmissions, storing the personalized information in a memory of the processing unit, transmitting updated personalized information from the processing unit to the controller using wireless transmissions, and storing the updated personalized information in a memory of the controller.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a prior art video game system;

FIG. 2 is a video game system of the present invention;

FIGS. 3a and 3b are a more detailed illustrations of some of the components of the system of FIG. 2; and

FIG. 4 is a detailed illustration of one embodiment of a wireless video game controller.

DETAILED DESCRIPTION OF THE INVENTION

In the following detailed description of the preferred embodiments, reference is made to the accompanying drawings which form a part hereof, and in which is shown by way of illustration specific preferred embodiments in which the inventions may be practiced. These embodiments are described in sufficient detail to enable those skilled in the art to practice the invention, and it is to be understood that other embodiments may be utilized and that logical, mechanical and electrical changes may be made without departing from the spirit and scope of the present inventions. The following detailed description is, therefore, not to be taken in a limiting sense, and the scope of the present inventions is defined only by the appended claims.

Referring to FIG. 1 a typical video game system is described. The system includes a central processing unit 100 which is connected to a video monitor 102, or television. The central processing unit is adapted to receive a video game cartridge which includes software to operate the central processing unit. A game controller 104 provides control signals to the central processing unit via control wires 106, or communication bus. The controller can include a number of input switches 108 for providing signals to operate a video game. A variety of controllers are known to those skilled in the art, but all controllers require wires and are not personalized. It should be noted that the term video game, as used herein, refers to interactive video systems displaying images for amusement or education. Video game, therefore, should not be interpreted as limited to amusement systems.

FIG. 2 illustrates a video game system 120 which includes a central processing unit 122 which is connected to a video screen 124, monitor, or television. The central processing unit is adapted to receive a video game cartridge which includes software to operate the central processing unit. The software can equally be supplied on any storage medium,

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